

**STATE CHAMPIONSHIPS & SPRING CUP 2023**  
**JUDGES DETAILS PER SKATER**  
**PRELIMINARY GIRLS FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Imogen SOUPHANDAVONG	SA	1	22.27	8.65	13.62	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	-0.20	-2	-2	-2	-1	-2						0.90
2	SSp1		1.30	0.10	1	1	1	2	-1						1.40
3	2S		1.30	-0.16	-1	-2	-1	-1	-1						1.14
4	StSqB		1.50	-0.03	0	0	-2	1	0						1.47
5	1F+1A+SEQ		1.60	-0.24	-2	-3	-2	-1	-3						1.36
6	1F+1Lo		1.00	0.00	-1	0	0	1	0						1.00
7	CCoSp1V		1.50	-0.12	-4	0	-1	0	1						1.38
			<b>9.30</b>												<b>8.65</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	2.75	2.75	2.50	2.50	2.75							2.65
Presentation			1.67	3.25	2.75	2.75	2.75	3.25							2.95
Skating Skills			1.67	2.50	2.50	2.50	2.75	2.50							2.55
<b>Judges Total Program Component Score (factored)</b>												<b>13.62</b>			

**Deductions:** 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Eva CASTRO	SA	2	18.44	7.00	11.44	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F+1T		0.90	0.00	0	0	0	0	0						0.90
2	CCoSpBV		1.28	-0.13	-3	-2	0	0	0						1.15
3	1A		1.10	-0.18	-2	-3	-2	-1	0						0.92
4	1Lo+1T		0.90	0.02	0	0	0	1	1						0.92
5	StSqB		1.50	-0.36	-3	-4	-4	-2	1						1.14
6	1F		0.50	0.00	0	0	0	0	0						0.50
7	CUSpB		1.50	-0.03	-1	0	0	0	0						1.47
			<b>7.68</b>												<b>7.00</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	2.00	2.25	2.00	2.25	2.75							2.25
Presentation			1.67	2.25	2.25	2.25	2.25	2.50							2.30
Skating Skills			1.67	2.00	2.25	2.25	2.25	2.75							2.30
<b>Judges Total Program Component Score (factored)</b>												<b>11.44</b>			

**Deductions:** 0.00

<b>Legend:</b>							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump
!	Not clear edge	F	Fall	q	Jump landed on the quarter		